
Subject: Re: C&C_Nodewar :: WIP
Posted by [robbyke](#) on Tue, 13 Mar 2012 07:23:26 GMT
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Aircraftkiller wrote on Tue, 13 March 2012 03:12robbyke wrote on Mon, 12 March 2012 15:18You guys already cry about the looks of the map while even in professionals start with functionality and then remake their graphics to fit it better

and no i dont know shit about map making im just a fckn noob

I think that explains itself.

it also explains why all big games start with concept art and renegade has so many unused objects and models
